

**Initial Actions, Page 5**

- All Defenders start off the board except the five French counters. They begin in the Cellar.
- When you take an action with a Defender for the first time, place it on the board in any combat position and then take the action.
- After all 20 Defenders have been placed, you may begin taking actions with the French prisoners in the Cellar and you may start taking additional actions with the other Defenders.

**Attack, Page 6 (Exhausts Defender)**

- Counter must have line of sight (same color combat position and SS location) to attack.
- Roll dice equal to attack value on counter.
- If attack is successful, remove SS counter from the board.

**Suppress, Page 7 (Exhausts Defender)**

- Add a number of Suppression tokens equal to the Defender's Suppress Value to the suppress space on the game board that matches the color of the Defender's combat position.
- If a Defender can place multiple suppression tokens and is in a combat position with more than one color, they can split their suppression across multiple suppress spaces.

**Move Within a Location, Page 7 (Used in Conjunction with Another Action)**

- A Defender can move to a different combat position in their current location and then take another action.
- A Defender can switch positions with another Defender in the same location, but neither of the Defenders can be Exhausted or have a Disrupted token.

**Move to a New Location, Page 8 (Exhausts Defender)**

- A Defender can move to an empty combat position in a different location.
- Defenders in the Cellar can only move into the Great Hall.

**Recover, Page 9 (Does not Exhaust Defender)**

- Flip an exhausted (gray side) counter over or remove a Disrupted token.

**Command [C] Special Action, Page 9 (Exhausts Defender)**

- Give three free, immediate Recover actions to any other Defenders in the same location.
- Cannot give Recover actions to other Defenders with the Command [C] special action designation.

**Escape [E] Special Action, Page 10**

- Borotra can use the Escape action when he begins his action in a combat position that has no SS counters in locations with corresponding colors.
- Borotra cannot escape from the Cellar or Great Hall.
- When Borotra escapes, remove his counter from the game and shuffle in the 142nd Infantry Regiment card into the SS deck.